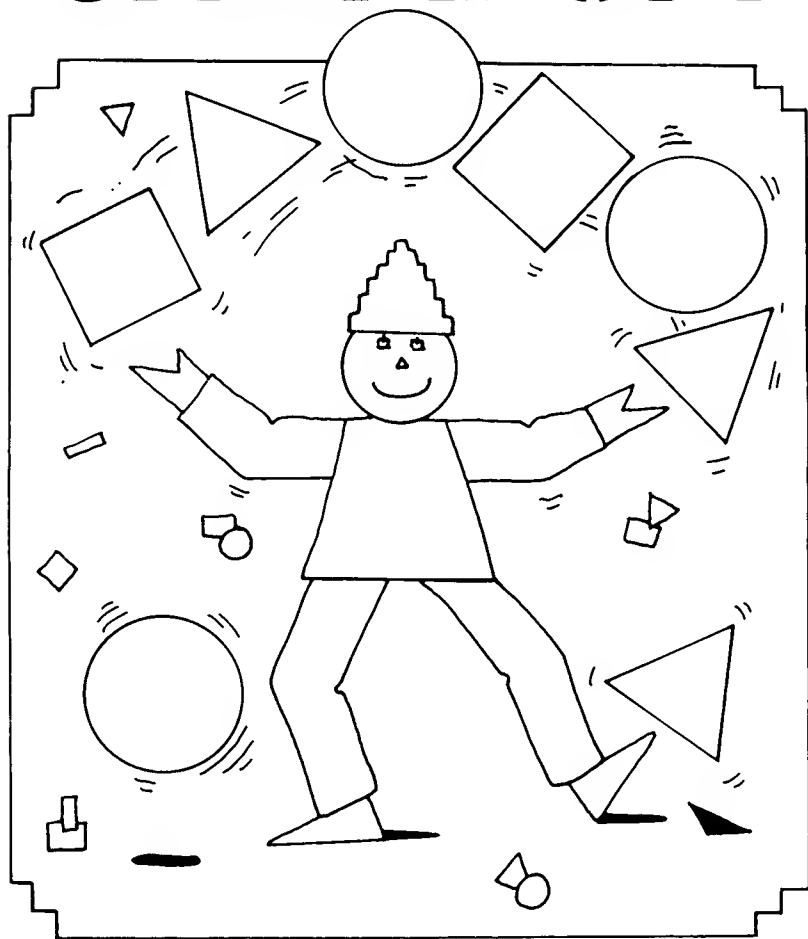


SHAPE UP!



The Preschooler's Shape Sorting Game

An original learning game by Ruth Mangan FitzSimons, D.Ed. and Judith A. Wright, M.S.

HAYDEN SOFTWARE

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SHAPE UP!

Introduction

Shape Up! is a learning game designed for you to play with your child. Without requiring the ability to read, Shape Up! teaches your child shape and color discrimination, develops matching and sorting skills, and provides an opportunity to use the computer to create pictures of concrete objects as well as abstract designs.

Shape Up! includes two activities: "Shape Sorting" and "Picture Making". Shape Sorting is a playful sort and match exercise involving the four basic shapes (square, circle, triangle and rectangle) using objects your child sees everyday. In Picture Making, you and your child have the opportunity to use a collection of the four basic shapes to construct pictures on the "easel" provided on the screen. Together you can change the color and orientation of the shapes to make an endless assortment of designs. Picture Making may be played anytime simply for enjoyment, or as a reinforcement for completing the Shape Sorting activity.

Ages

Shape Up! is for children ages 4-7. However, Picture Making will spark the creativity of older children and parents, as well.

Required Hardware

Tape Version

Atari 400/800 computer (16K)
Program recorder
TV or monitor

Disk Version

Atari 400/800 computer (24K)
810 disk drive
TV or monitor

Making Back-Up Copies

For your convenience, your program has not been copy protected. We suggest that you follow the instructions in your Atari reference manual to make a back-up copy of the program for your personal use.

Please remember that this program is copyrighted material. Making copies for any purpose other than your personal use is illegal and unethical. We at Hayden Software recognize that it is especially important for you to have a convenient and inexpensive means of obtaining back-up copies of software which will be used by young children. We ask in return that you cooperate with the intention of this policy by making copies only for your family and only on the computer for which the program was purchased.

Getting Started

Tape Version

1. Be sure your computer is turned OFF.
2. Remove all program cartridges from the cartridge slots.

3. Insert the cassette into the program recorder's cassette holder. Press REWIND on the recorder until the tape rewinds completely, then press STOP.
4. Press play on the recorder.
5. While holding down the computer's START key, turn the computer on.
6. When you hear a tone, press any key (except the BREAK key).
7. Turn on your TV or monitor.
8. Wait 5 minutes for the program to load; it will run automatically.

Disk Version

1. Be sure your computer and disk drive are turned OFF.
2. Remove all program cartridges from the cartridge slots.
3. Turn on the disk drive.
4. When the busy light on the disk drive goes out, open the drive door. Insert the disk with the label in the lower right-hand corner nearest you. Close the door.
5. Turn on your computer and your TV or monitor. The program will run automatically.

Keys to Remember

Shape Up! is a keyboard-controlled game. Removable stickers are included to help your child remember how each key is used. In both the Shape Sorting and Picture Making sections, moving the shapes is accomplished by pressing the keys marked with the four directional stickers. Changing the colors of shapes while in the Picture Making section is accomplished by pressing keys marked with the four stickers showing multicolored shapes.


Place the stickers on the keyboard in the following manner:


F Key -  - moves a shape left.

L Key -  - moves a shape right.


U Key -  - moves a shape up.

N Key -  - moves a shape down.

1 Key -  - changes the color of all the squares on the screen.


2 Key -  - changes the color of all the triangles on the screen.

3 Key -  - changes the color of all the circles on the screen.

4 Key -  - changes the color of all the rectangles on the screen.

Z Key -  - (yellow). In Picture Making, places the selected shape on the easel.

CLEAR Key-  - (white). Erases the easel.

RETURN -  - (green). Signifies "GO". Pressing the RETURN key in Shape Sorting tells the computer that your child is satisfied with his or her choice.

In Picture Making, pressing RETURN locks the shape on the easel into position, indicating that your child is satisfied with its placement and orientation.

In addition to the keys labeled with stickers, the following keys enable you to move easily from one part of Shape Up! to another.

START Key - begins Shape Sorting from the title screen.

OPTION Key - begins Picture Making from the title screen.

- ESC Key - during Shape Sorting, begins Picture Making.
- during Picture Making, returns you to the Shape Up! title screen.
- SPACE BAR - moves the cursor (pointer) in Picture Making to select the shape to place on the easel and then changes the size and orientation of the shape on the easel. Think of the SPACE BAR as the key that lets your child cycle through all the options before making a final decision.

Playing Shape Up!

Shape Sorting

The title screen appears and the music begins.

Shape Sorting will begin when you press the START key. You see "Shapeman" in the center of the screen. Objects made up of the four shapes (square trucks, circular people, triangular cats and rectangular buildings) appear in each corner. One of the four basic shapes falls from the top of the screen, and Shapeman catches it. The objective in this game is to sort the twenty shapes that fall into Shapeman's hand into their "home corner": squares belong in the truck corner, circles in the people corner, triangles in the cat corner, and rectangles in the building corner. Use the four directional keys to move Shapeman, and then press RETURN to deposit the shape.

Take a moment to talk about these shapes and the "home corner" objects with your child. Describe the characteristics of each shape and its matching home corner objects. Practice naming the shapes with your child.

Note: As you play Shape Up! with your child, you may want to have a concrete example of each shape available. While your child handles these shapes, practice naming them and pointing out their similarities and differences. In this way, your child will associate the name and characteristics with each shape.

Demonstrate for your child how the directional keys move Shapeman up, down, left and right. When your child is satisfied with a shape's placement, let him or her press the RETURN key (green sticker). If your child has chosen the correct home corner, the shape is released from Shapeman's hand and the home corner objects respond with sound and animation. If your child is incorrect, a sad note sounds and Shapeman waits for the child to try again.

As your child correctly sorts the falling shapes, they are saved in the computer's memory for use in Picture Making. After all twenty shapes have been sorted, you will hear the song "She'll Be Coming Round The Mountain" to signal that Shape Sorting is over and Picture Making is about to begin.

If you prefer to replay Shape Sorting, pressing the ESC key twice in a row returns you to the title screen.

Picture Making

You can enter Picture Making either by pressing the ESC key during Shape Sorting or by pressing the OPTION key from the title screen. If you enter Picture Making by first playing Shape Sorting, your child will be able to use only the number of shapes correctly sorted. If you begin Picture Making directly from the title screen, twenty shapes are available—five each of squares, rectangles, triangles and

circles. The shapes available for use are always displayed below the easel—the large green rectangle at the top of the screen.

When you choose to enter Picture Making from the title screen, a demonstration begins the fun. A shape is selected and placed on the easel, then its possible colors and orientations are demonstrated. Other shapes are selected and their colors and orientations changed. The result is Mr. Duck—a shape creation.

To create your own pictures, show your child that the SPACE BAR moves the cursor which selects the shape. Pressing the Z key (yellow sticker) places the shape on the easel.

Tapping the SPACE BAR while the shape is on the easel rotates the shape and changes its form. To move the shape within the easel, use the four directional keys as in Shape Sorting.

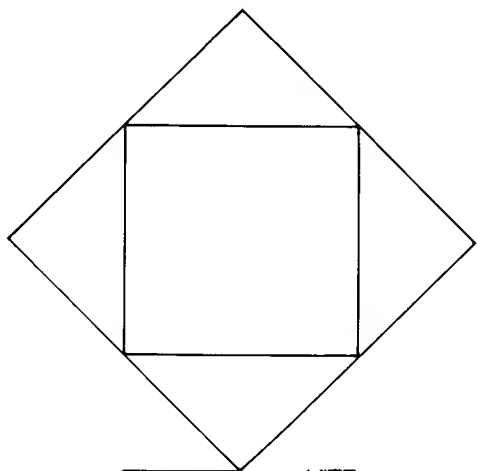
When your child is satisfied with the shape's placement and form, pressing RETURN locks it on the easel. After RETURN has been pressed, the shape cannot be moved or changed. The child can then choose another shape to add to the picture.

To change a shape's color, use the designated multicolored shape key. Pressing the multicolored circle key, for example, changes the color of all the circles on the easel. You may always elect to change colors, even after the RETURN key has been pressed.

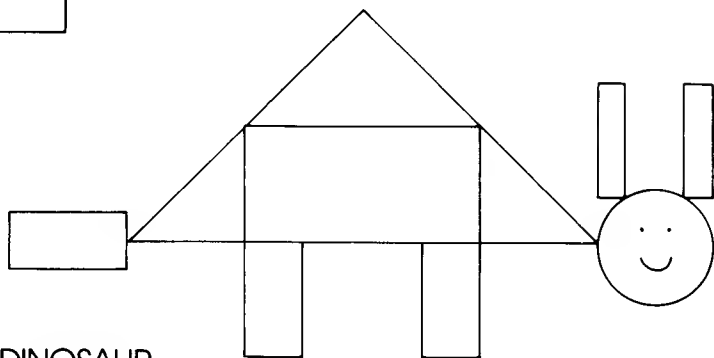
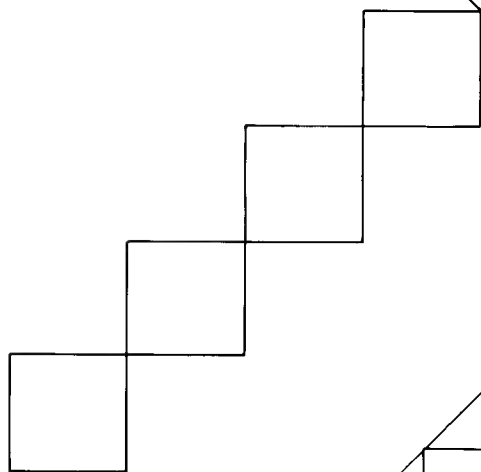
When a picture has been completed, pressing the CLEAR key (white sticker) erases the easel so that the child can start a new one.

When your child has used up all the available shapes, you can help him or her acquire more by pressing the ESC key, which returns you to the title screen. From here, the child can earn more shapes by pressing START and replaying Shape Sorting, or can be given twenty more shapes by pressing OPTION to restart Picture Making. You will not see the demonstration if you are playing Picture Making for the second time.

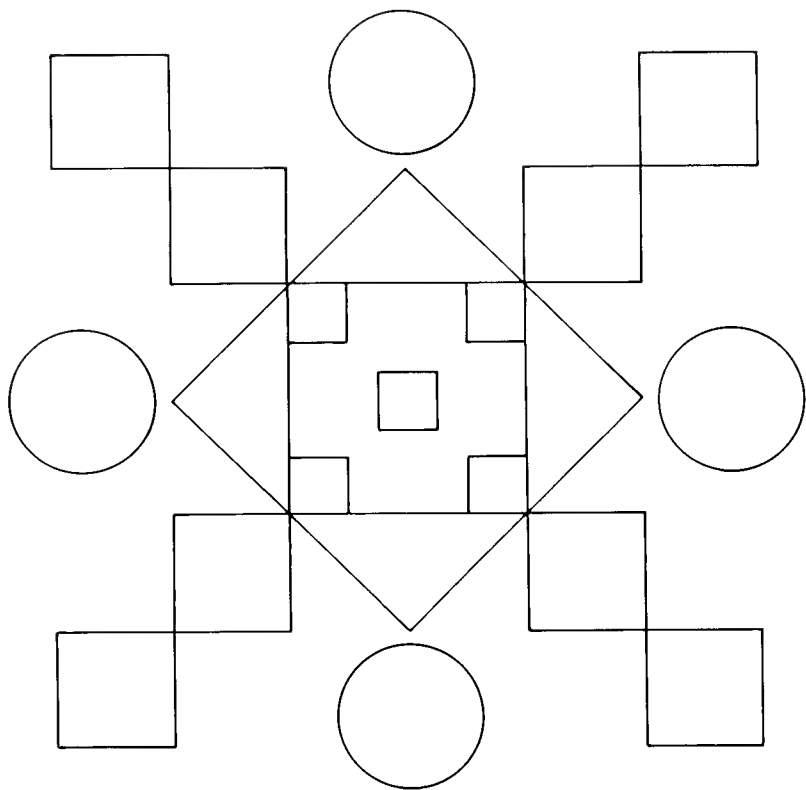
The following designs are examples of a few of the things you can make:



KITE



DINOSAUR



KALEIDOSCOPE

Remember, the ESC key returns you to the title screen when you are finished making pictures.

Extending Your Child's Learning

Many activities can reinforce and extend the concepts introduced in Shape Up!. Here are a few suggestions which may serve as catalysts for your own ideas:

- Cut shape templates out of cardboard for your child to trace onto colored paper. Have your child cut out the shapes and arrange them in various designs on large white paper. (Paste down any favorite designs with white glue.) Make shapes in addition to those presented in Shape Up!, such as octagons, ovals, trapezoids, stars and pentagons. Encourage your child to describe what makes each shape different.
- Make a shape book for you and your child to share—one for each shape you want to reinforce. For example, you might design the **Triangle Book**. The cover and pages of the book should be cut in the shape of a triangle. Then go through old magazines and find pictures of objects shaped like triangles. Paste these into the pages of the book.
- Take a walk with your child (bring along the camera). Talk about the shapes represented by the different things you see along the way—squares or rectangles in the houses, triangles in the “yield” signs and roof tops, and circles in the traffic lights and car wheels. Take pictures of these objects for your shape books.
- When you and your child are grocery shopping, make a game of identifying products in the store which resemble a given shape. You might say “Now let’s find things which are shaped like a square”.

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